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The following are supplementary materials you may obtain free by calling our 800 numbers and asking for them by name:

## DEMOPACS

### DEMOPAC #1

#### Strings and Formatting

Some information on and examples of string handling and formatting options for the ATARI 400/800/1200 Home Computer System

- 1)String Handling, 2)String Array Emulation, 3)Double-subscript String Arrays, 4)Inverting Characters, 5)Formatting Options (TABbing, commas, columns)

### DEMOPAC #2

#### Data File Processing

Storing data on the ATARI 410 or 1010 Program Recorder and the ATARI 810 Disk Drive

- 1)Storing Data on Cassette, 2)Example Tape Data File, 3)Example of Cassette I/O: Tape Mailing list, 4)Storing Data on Disk, 5)Example of Disk I/O: Disk Mailing List, 6)Random Access

### DEMOPAC #3

#### Programming Examples

Some miscellaneous examples and discussions of programming on the ATARI 400/800/1200 Home Computer System

- 1)Formatting Dollar Amounts, 2)Bubble-Sort, 3)Rocksort, 4)Real-time Clock, 5)Getting Data From the Keyboard

### DEMOPAC #4

#### Atari Color Graphics

Examples and discussions of the use of Color Graphics on the ATARI 400/800/1200 Home Computer System

- 1)Four-color Modes, 2)Five-color Text Modes, 3)Screenful of Hearts, 4)Etch-a-Sketch, 5)Circlez, 6)Fill in a Shape, 7)GTIA Graphic Modes, 8)Swirl, 9)Race, 10)Bumper

### DEMOPAC #5

#### Advanced Graphics

Examples and discussions of Player-Missile Graphics and features of Graphics Mode 8

- 1)Moving a Player, 2)Setting Priority, 3)Collision Detection, 4)Using Missiles, 5)String-Player, 6)Color Artifacts, 7)Text in Mode 8, 8)VBLANK Player Move

### DEMOPAC #6

#### Advanced System Features

Examples and discussions of system features for beginning machine-language programmers

- 1)Switching Screens, 2)RAM Shadows, 3)Display List Interrupts, 4)Vertical Blank Interrupts, 5)Display List Modification, 6)Mixed Mode Screen, 7)Using Central I/O, 8)Direct Screen Write

## DEMOPAC #7

### Some Special Features

Examples and discussions of special graphic features using BASIC with machine language routines

- 1)Redefining Characters, 2)Vertical Smooth Scrolling, 3)Horizontal Smooth Scrolling

## DEMOPAC #8

### Software and Hardware Timers

Examples and discussions of using Software and Hardware Timers using BASIC with machine language routines

- 1)Software duration timers, 2)Software background timer, 3)Hardware timers

## DEMOPAC #9

### Atari Logo InfoPac

- 1) Product Information, 2) Here Comes Atari Logo 3) Atari Logo/PILOT Comparison, 4) Atari Logo Resource Guide (bibliography)

## DEMOPAC #10

### Atari Logo PrinterPac

- 1) The Turtle and the 1020 Printer/Plotter, 2)Epson MX-80 Graphics Dump

## DEMOPAC #11

### Atari Logo Programming Examples

- 1) Introduction, 2) Video Turtle, 3)SETREAD and SETWRITE, 4) List Processing, a)FRENCHQUIZ, b)TAPETIME, c)FLASHCARDS (with global variables) and d)FLASHCARDS (with local variables), 4) Atari Logo Resource Guide (bibliography)

Also available are (as of 11/23/83):

Assembler/Editor Errata

PILOT Reference Letter

Atari PILOT External Specifications, Revision E

AtariWriter Handout and Tip Sheet (Control Codes)

Macro Assembler Info Sheet #1 & 2

Getting Started in Assembly Language Programming

Creating Bootable Cassette Files

Creating Autorun Files

Programming the 4 Controller Jacks (400/800)

DOS II Manual Po. 65 Update

Random Access (specify MicroSoft or Atari BASIC)

Product Update (errata & update for Basic Reference Manual)

Redefining CX-85 Function Keys

Tech Tips & 410/1010 Form Letter - understanding the Recorder

Transferring SPEED READING to Disk

Transferring TOUCH TYPING to Disk

Atari 1025 Product Update

Atari 1027 Product Update

Atari Mailing List Product Update

BOOKKEEPER Example Sheet

Telecommunications Help Sheet

XL Supplements:

1) XL Guidelines (memory changes from 800 to XL)

2) XL Memory Map (general)

3) XL New Graphics Modes

4) XL Useful Memory Locations

5) XL Redefinable Keys

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Also the  
Educational  
Catalog  
and the AHS  
Catalog